C 82409

(Pages:4)

Name....

Reg. No.

SECOND SEMESTER B.A./B.Sc. DEGREE EXAMINATION, APRIL 2020

(CBCSS-UG)

B.C.A.

BCA 2C 04-OPERATIONS RESEARCH

(2019 Admissions)

Time : Two Hours

Maximum : 60 Marks

Section A (Short Answer Type Questions)

Answer all the questions. Each question carries maximum of 2 marks. Ceiling 20 marks.

- Write any two applications of OR ?
- 2. What do you mean by an objective function of an LPP ?
- 3. What are the basic assumptions of a LPP ?
- 4. What do you mean by an artificial variable ?
- 5. What do you mean by basic feasible solution of a Transportation problem ?
- 6. What are Assignment problems?
- 7. Define Travelling salesman problem.
- 8. What do you mean by Degeneracy in a TP ?
- 9 What is network analysis ?
- 10. What is meant by a Critical path ? Why should we know which activities are critical ?
- 11. What is dummy activity ?
- 12. Distinguish between 'Slack' and 'float'.

(Ceiling : 20 marks)

Turn over

2

Section B (Short Essay Type Questions)

Answer all the questions. Each question carries 5 marks. Ceiling 30 marks.

- 13. What are the limitations of OR ?
- 14. Solve Graphically :

 $Maximize = 3x_1 + 5x_2$

subjected to : $x_1 + 2x_2 \le 2,000$

$$x_1 + x_2 \le 1,500$$

 $x_2 \le 600$
 $x_1, x_2 \ge 0.$

- 15 A manufacturer of furniture makes two products, chairs and tables. Processing of these products is done on two machines A and B. A chair requires 2 hours on machine A and 6 hours on machine B. A table requires 5 hours on machine and no time on machine B. There are 16 hours of time per day available on machine A and 30 hours on machine B. Profit gained by the manufacturer from a chair is Re. 1 and from a table is Rs. 5 respectively. Formulate the problem into a LPP in order to maximise the total profit ?
- 16/ Find the initial solution of the following TP by using Lowest cost entry method :

	D ₁	D ₂	D ₃	Supply
0 ₁	2	7	4	5
· 02	3	3	1	8
03	5	4	7	7
0 ₄	1	6	2	14
Demand '	7	9	18	

17 Find the optimal solution to the following Assignment problem showing the cost for assigning workers to jobs :

$$Workers \begin{bmatrix} x & y & z \\ 18 & 17 & 16 \\ 15 & 13 & 14 \\ 19 & 20. & 21 \end{bmatrix}.$$